

**AMENDMENTS TO THE CLAIMS**

**Claim 1 (Currently Amended):** A gaming machine having a display means and a game control means arranged to control images of symbols displayed on the display means, the game control means being arranged to play a game wherein at least one random event is caused to be displayed on the display means and, if a predefined winning event occurs, the machine awards a prize, wherein the game includes a bonus feature which, when triggered, results in the display of a plurality of devices, each of which animates to reveal a number, a bonus prize awarded being a product of the numbers displayed by the devices and wherein the bonus prize is multiplied by a multiplier if the numbers displayed by the devices comprise a predetermined combination.

**Claim 2 (Original):** The gaming machine of claim 1 in which the bonus feature forms part of a composite feature.

**Claim 3 (Original):** The gaming machine of claim 2 in which the composite feature and, hence, the opportunity to participate in the bonus feature, is automatically triggered.

**Claim 4 (Original):** The gaming machine of claim 2 in which a player has to wager an additional amount, over and above a standard game wager, in order to be eligible for the composite feature and, hence, the opportunity to participate in the bonus feature.

**Claim 5 (Original):** The gaming machine of claim 2 in which the composite feature is triggered independently of the base game.

**Claim 6 (Original):** The gaming machine of claim 2 in which the control means makes a random determination as to whether or not the composite feature is to be triggered.

**Claim 7 (Original):** The gaming machine of claim 1 in which, when the bonus feature is triggered, the base game is replaced by a second screen display.

**Claim 8 (Original):** The gaming machine of claim 7 in which, when the bonus feature is triggered, a character appears in the second screen display.

**Claim 9 (Original):** The gaming machine of claim 8 in which the devices of the bonus feature are dice and the character animates to perform a routine simulating the shaking of a plurality of dice in the character's hand followed by a simulation of throwing of the dice.

**Claim 10 (Original):** The gaming machine of claim 9 in which, to create a heightened sense of anticipation, the dice are thrown one after the other.

**Claim 11 (previously presented):** The gaming machine of claim 9 in which the bonus prize awarded is the product of the numbers on the visible faces of the dice.

**Claim 12 (Previously presented):** The gaming machine of claim 11 in which, if the numbers on the visible faces of at least two of the dice are the same, the predetermined combination is satisfied and the bonus prize awarded is multiplied by a predetermined first multiple.

**Claim 13 (Previously presented):** The gaming machine of claim 12 in which, if the numbers on the visible faces of all of the dice are the same, the bonus prize awarded is multiplied by a second multiple greater than the first multiple.

**Claim 14 (Previously presented):** The gaming machine of claim 1 in which the bonus prize awarded is multiplied by a number of lines bet and a bet per line.

**Claim 15 (Previously presented):** A game to be played on a game playing apparatus, the game playing apparatus having a display means and a game control means arranged to control images displayed on the display means, the game including a bonus feature which, when triggered, results in the display of a plurality of devices, each of which animates to reveal a number, a prize awarded being a product of the numbers displayed by the devices, wherein the prize is multiplied by a factor if the numbers displayed by the devices comprise a predetermined combination.

**Claim 16 (Previously presented):** The game of claim 15 in which the bonus feature forms part of a composite feature.

**Claim 17 (Original):** The game of claim 16 in which the composite feature and, hence, the opportunity to participate in the bonus feature, is automatically triggered.

**Claim 18 (Original):** The game of claim 16 in which a player has to wager an additional amount, over and above a standard game wager, in order to be eligible for the composite feature and, hence, the opportunity to participate in the bonus feature.

**Claim 19 (Original):** The game of claim 16 in which the composite feature is triggered independently of the base game.

**Claim 20 (Original):** The game of claim 16 in which the control means makes a random determination as to whether or not the composite feature is to be triggered.

**Claim 21 (Original):** The game of claim 15 in which, when the bonus feature is triggered, the base game is replaced by a second screen display.

**Claim 22 (Original):** The game of claim 21 in which, when the bonus feature is triggered, a character appears in the second screen display.

**Claim 23 (Original):** The game of claim 22 in which the devices of the bonus feature are dice and the character animates to perform a routine simulating the shaking of a plurality of dice, in the character's hand followed by a simulation of throwing of the dice.

**Claim 24 (Original):** The game of claim 23 in which, to create a heightened sense of anticipation, the dice are thrown one after the other.

**Claim 25 (Original):** The game of claim 23 in which the prize awarded is the product of the numbers on the visible faces of the dice.

**Claim 26 (Original):** The game of claim 25 in which, if the numbers on the visible faces of at least two of the dice are the same, the prize awarded is multiplied by a predetermined first multiple.

**Claim 27 (Original):** The game of claim 26 in which, if the numbers on the visible faces of all of the dice are the same, the prize awarded is multiplied by a second multiple greater than the first multiple.

**Claim 28 (Original):** The game of claim 15 in which the prize awarded is multiplied by a number of lines bet and a bet per line.

**Claim 29 (Previously presented):** A gaming machine having a display and a game controller arranged to control images of symbols displayed on the display, the game controller operable to play a game wherein at least one random event is caused to be displayed on the display and, if a predefined winning event occurs, the machine awards a prize, a player of the game having wagered an amount to play the game, wherein the game includes a bonus feature, which when triggered, results in the display of a plurality of devices, each of which animates to reveal a number, the gaming machine operable to determine whether the numbers revealed on the plurality of devices form a predetermined combination and wherein the gaming machine awards a bonus prize calculated as a product of the numbers revealed on the plurality of devices form a said predetermined combination.

**Claim 30 (Previously presented):** The gaming machine of claim 29, wherein there is a plurality of predetermined combinations and the multiplier is different for at least two of said predetermined combinations.

**Claim 31 (Previously presented):** The gaming machine of claim 29, wherein for the bonus prize is further multiplied by the total wager placed by the player to play the game.

**Claim 32 (Previously presented):** The gamine machine of claim 31, wherein the gaming machine requires the placing of an additional wager before the bonus feature is able to be triggered and the bonus prize is further multiplied by the amount of the additional wager.